Project planning

Individual project

Sam Philipsen | S3-CB02

# Versioning table

|  |  |
| --- | --- |
| **V0.1** | Creation of document. Added title, versioning table and table of contents. |
| **V0.2** | Added backlog which includes user stories 1-6 and some user requirements. |
| **V0.3** | Added more user stories and divided them into smaller stories. |
| **V0.4** | Divided big user stories into smaller ones. |
| **V1.0** | Added test cases and introduction. |
| **V1.1** | Added C4 diagram (to C3). |
| **V1.2** | Added applied research section. |
| **V2.0** | Finished applied research section, updated C4 diagrams, added design decisions. |
| **V3.0** | Moved applied research and design choices/documentation to their own documents |
| **V4.0** | Changed some user stories, added some that are associated with the blackjack game and losing a game. Also added color grading for completed or not completed user stories |

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# Introduction

Online gaming has taken the world by storm in the past decade. New games seem to be created out of thin air, and the consumer can be overwhelmed by the wide variety and complexity of these games. In times like these, some prefer to step away from the mainstream gaming market and go to a more familiar space. This space being card games. The familiarity and easy to learn rules of card games are sure to bring in tons of users.

On top of that, the convenience of a website-based card game service makes this one of the easiest games to get into.

# Backlog

## User stories

Completed = Green  
Not completed = Red

|  |
| --- |
| **User story 1** (Story points: 1 week) – Priority 9  **As a** player  **I can** play a game of coin toss against the computer  **So that** I can have fun  Acceptance criteria:   * The game starts when the start criteria are met and the player pressed on the start button. * The user can pick one of the sides of a coin. * Once the coin has been tossed, the player who was assigned to the winning side wins the game. * The game will not start until the start criteria are met. |
| **User story 2** (Story points: 1 week) – Priority 8  **As a** player  **I can** play a game of blackjack  **So that** I can have fun  Acceptance criteria:   * The game starts when the start criteria are met and the player pressed on the start button. * The user and the dealer gets two cards. * The user can choose to either hit (take more cards) or stand (keep the current cards and let the dealer draw cards) * Once the user’s cards’ value is more than 21 or less than the dealer, the user loses. * Once the dealer’s cards’ value is more than 21, or less than the user, the user wins. |
| **User story 3** (Story points: 1 week) – Priority 5  **As a** player  **I can** bet on myself  **So that** I can potentially earn more points  Acceptance criteria:   * The user can not bet any more points than he/she owns. * If the game has a minimum bet set in place, the user has to at least bet that amount of points. * The user’s points that they bet are deducted from the account. |
| **User story 4** (Story points: 1 week) – Priority 7  **As a** player  **I can** win a game  **So that** I can win more points  Acceptance criteria:   * The amount of points the user has bet, and the bet of any other user that lost is added to the winning user’s account. * Only the winning user gets any points. * After the winner gets the points, every user is thrown out of the game and the game is deleted. |
| **User story 5** (Story points: 1 week) – Priority 7  **As a** player  **I can** lose a game  **When this** happens, I lose points  Acceptance criteria:   * Any points that the player has bet is gone. * The player, and any other players in the game are thrown out of the game and the game is deleted. |
| **User story 6** (Story points: 3 weeks) – Priority: 9  **As a** website member  **I can** join a game  **So that** I can play the game  Acceptance criteria:   * The member can not join the game if it has already started. * The member joins the game. * The user count in the game goes up. |
| **User story 7** (Story points: 1 week) – Priority: 4  **As a** person visiting the website  **I can** see a list of available games and their status (open/closed)  **So that** I can look for a game to join.  Acceptance criteria:   * A list of games is displayed with the amount of people, the type of game and the host name. * A game is displayed as ‘blocked’ if it is full. * A guest (not logged in user) can not interact with any of the games. |
| **User story 8** (Story points: 3 weeks) – Priority: 4  **As a** website member  **I can** host a game  **So that** I can play a game with my own preferred settings  Acceptance criteria:   * The website displays a menu where the user can choose their own settings, such as the type of game, number of players and the minimum bet. * The host can see the players in the game and remove them if they want. * The website opens a game with the chosen settings. |
| **User story 9** (Story points: 5 days) – Priority: 5  **As a** person visiting the website  **I can** register an account  **So that** I can use the full functions of the website  Acceptance criteria:   * The website checks if the user can create an account by checking e-mail availability. * The website adds an account to the database with relevant information, like e-mail, username and password. * The person gets logged in with their new account. * The new member can now log in/log out of the website. |
| **User story 10** (Story points: 2 weeks) – Priority: 2  **As a** member  **I can** edit my account information  **So that** any information that needs to be changed gets changed  Acceptance criteria:   * The website checks if the chosen information can be changed. * The website changes the information in the database. * The website displays the new information on the account page. |

## User requirements

|  |  |  |
| --- | --- | --- |
| Number | Details | Priority |
| UR-1 | **Users** can register an account to the website | 100 |
| UR-2 | **Users** can log in to their accounts on the website | 100 |
| UR-3 | **Users** can view their account information on an account page | 25 |
| UR-4 | **Users** can change their account information on an account page | 25 |
| UR-5 | **Users** can participate in a game on the website | 100 |
| UR-6 | **Users** can create a game | 50 |
| UR-7 | **Users** can change certain settings inside a game they have created | 25 |
| UR-8 | **Users** can place bets inside the game | 25 |
| UR-9 | **Users** can view their scores on a leaderboard page | 10 |
| ----------- | **----------------------------------------------------------------------------------------------------** | ------------ |
| UR-10 | **Administrators** can delete games | 45 |
| UR-11 | **Administrators** can edit game settings | 20 |
| UR-12 | **Administrators** can retrieve data like the amount of points earned on each game | 75 |
| ----------- | **----------------------------------------------------------------------------------------------------** | ------------ |
| UR-13 | **Guests** can view games | 35 |
| UR-14 | **Guests** can register an account | 50 |
| UR-15 | **Guests** can view other people’s account information (limited to non-sensitive details) | 10 |

## Test plan

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ID | US | Name | Pre-condition | Test data | Expected result |
| TC-1 | US-1 | Playing a game of coin toss | User is in the game and has decided to play | User’s name: Peter  Password: 123  ID: 0  Points: 100 | User choses a side of the coin and waits until the game starts. |
| TC-2 | US-2 | Betting on myself to win a game | User has bet 50 points on himself to win. | User’s name: Peter  Password: 123  ID: 0  Points: 100 | User either receives double his bet back, or loses his entire bet based on if he won or lost. |
| TC-3 | US-3 | Winning a game of coin toss | User has won the game. | User’s name: Peter  Password: 123  ID: 0  Points: 100 | User receives double their bet back, if they put a bet in, and is then thrown out of the game. |
| TC-4 | US-4 | Losing a game | User has lost the game | User’s name: Peter  Password: 123  ID: 0  Points: 100 | User loses their bet and gets thrown out of the game. |
| TC-5 | US-5 | Joining a game | User is logged in and on the game-list screen | User’s name: Peter  Password: 123  ID: 0  Points: 100 | User has clicked on a game that they want to play, and the website is now changed for them to be in the game. |
| TC-6 | US-6 | Looking for an available game to play | User is on the game-list screen |  | User or guest can look through the list and see what kind of games are offered. |
| TC-7 | US-7 | Hosting a game for people to join | User is in the host settings menu screen | User’s name: Peter  Password: 123  ID: 0  Points: 100 | The user is presented with options for the session they want to start. These options are: type of game, maximum number of players and the minimum bet required. After choosing the preferred settings, the user can start the game. |
| TC-8 | US-8 | Registering an account | Guest is on the register page |  | The guest has to fill in the options of e-mail, password and name. The system will check if the user does not exist already. If not, an account is created. |
| TC-9 | US-9 | Editing account information | User is on the account information page | User’s name: Peter  Password: 123  ID: 0  Points: 100 | The user sees the editable fields (name, password and email) and can change them. Upon clicking ‘save’ these changes are saved. |